

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A method for matching users over a network in an online gaming environment, the method comprising steps of:

entering a user into a first online game;
receiving at least one response to at least one query about the first online game experience following completion of the first online game;
determining a play style parameter of a requesting user based on the at least one response; and
connecting the requesting user to ~~an~~ a second online game based at least in part on the determined play style parameter;
wherein the connecting is based at least in part on a collaborative filtering method.

Claim 2 (original): The method of claim 1, wherein the determining step comprises the steps of:

receiving a profile of the requesting user; and
identifying the play style parameter of the requesting user in the profile.

Claim 3 (currently amended): The method of claim 1, wherein the connecting step includes the step of determining whether the determined play style parameter matches a play style parameter requirement for the second online game.

Claim 4 (currently amended): The method of claim 1, further comprising the steps of:

providing a list of online games with a play style parameter requirement that matches the determined play style parameter of the requesting user; and
receiving a selection signal representative of the second online game from the list of online games.

Claim 5 (original): The method of claim 1, wherein the determining step comprises the steps of:
 providing a list of play style parameters; and
 receiving a selection signal representative of the play style parameter from the list of play style parameters.

Claim 6 (original): The method of claim 1, further comprising the steps of:
 receiving a request to initiate a matchmaking service for the requesting user;
 receiving identification data of the requesting user; and
 retrieving a profile of the requesting user.

Claim 7 (original): The method of claim 1, wherein the play style parameter comprises one of: a competitive parameter, a profanity parameter, a trash talking parameter, and an aggressiveness parameter.

Claim 8 (original): The method of claim 1, further comprising the steps of:
 determining whether a profile exists for the requesting user; and
 loading the existing profile of the requesting user.

Claim 9 (original): The method of claim 1, further comprising the steps of:
 determining whether to create a new profile of the requesting user; and
 creating the new profile of the requesting user.

Claim 10 (original): The method of claim 9, wherein the step of creating the new profile comprises the steps of:
 receiving at least one parameter for the requesting user; and
 storing the at least one parameter in the new profile.

Claim 11 (original): The method of claim 10, wherein the at least one parameter includes the play style parameter of the requesting user.

Claim 12 (currently amended): The method of claim 1, further comprising the steps of:

receiving a request to host the second online game;
receiving at least one parameter requirement for the second online game, the at least one parameter requirement includes a play style parameter requirement; and
determining whether the play style parameter of the requesting user matches the at least one parameter requirement for the second online game.

Claim 13 (original): The method of claim 1, further comprising the steps of:

determining whether a profile of the requesting user is to be modified; and
modifying the profile of the requesting user.

Claim 14 (original): The method of claim 13, wherein the step of determining whether the profile of the requesting user is to be modified includes a step of receiving data from a collaborative filtering process.

Claim 15 (canceled)

Claim 16 (currently amended): A computer-readable medium having computer-executable instructions for matching users over a network in an online gaming environment, the method comprising steps of:

entering a user into a first online game;
receiving at least one response to at least one query about the first online game
experience following completion of the first online game;
determining a play style parameter of a requesting user based on the at least one
response; and

connecting the requesting user to ~~aa~~ a second online game based at least in part on the determined play style parameter and on a collaborative filtering method.

Claim 17 (currently amended): The computer-readable medium of claim 16, the method further comprising steps of:

receiving a request to host the second online game;
receiving at least one parameter requirement for the second online game, the at least one parameter requirement includes a play style parameter requirement; and
determining whether the play style parameter of the requesting user matches the at least one parameter requirement for the second online game.

Claim 18 (currently amended): A matchmaking system for matching users over a network in an online gaming environment, the matchmaking system comprising:

a matchmaking server configured to connect a ~~requesting user~~ to a first online game, to receive at least one response to at least one query about the first online game experience following completion of the first online game, to determine a play style parameter of a requesting user based on the at least one response, and to connect the requesting user to ~~aa~~ a second online game based at least in part upon ~~a matching~~ the determined play style parameter of the requesting user and on a collaborative filtering method; and

a database configured to store a profile of the requesting user, the profile including the ~~matching play style~~ parameter of the requesting user;

~~wherein the profile is configured to include a play style parameter of the requesting user.~~

Claim 19 (canceled)

Claim 20 (original): The matchmaking system of claim 18, further comprising a computer configured to process data based upon a collaborative filtering process.

Claim 21 (original): The matchmaking system of claim 20, wherein the matchmaking server includes the computer.

Claim 22 (original): The matchmaking system of claim 20, wherein the computer is further configured to modify the profile of the requesting user responsive to the processed data.

Claim 23 (original): The matchmaking system of claim 18, wherein the play style parameter of the requesting user comprises one of: aggressiveness, playing likeability, enacting the role, and trash talking.

Claim 24 (currently amended): The matchmaking system of claim 18, wherein the ~~matching-play style parameter~~ comprises one of: technical capability, ~~and general skill level, personal attribute, and play style.~~

Claim 25 (original): The matchmaking system of claim 18, wherein the play style parameter of the requesting user is associated with a particular online game.

Claim 26 (currently amended): A method for matching a first player with a second player over a network in an online gaming environment, the method comprising steps of:

~~entering a user into a first online game;~~
~~receiving at least one response to at least one query about the first online game experience following completion of the first online game;~~
~~storing the at least one response in a database;~~
~~receiving a request to initiate a matchmaking service for the first player;~~
~~receiving identification data of the first player;~~
~~retrieving a profile of the first player;~~
~~accessing a database maintaining data associated with a collaborative filtering method;~~
~~determining a play style parameter of the first player based on the at least one response;~~
applying a collaborative filtering method; and

connecting the first player and the second players to an online game based at least in part on the ~~collaborative filtering method~~ determined play style parameter.

Claim 27 (currently amended): The method of claim 26, wherein the step of ~~applying determining~~ includes the step of determining a likelihood of whether the second player is a good match for the first player.

Claim 28 (currently amended): The method of claim 27, wherein the step of ~~applying determining~~ further includes the step of determining a likelihood of whether the first player is a good match for the second player.

Claims 29-32 (canceled)

Claim 33 (currently amended): The method of claim ~~32~~ 26, wherein the step of ~~applying the collaborative filtering method~~ determining is based at least in part upon a play style parameter of the second player.

Claim 34 (currently amended): The method of claim ~~32~~ 26, wherein the step of ~~applying the collaborative filtering method~~ determining is based at least in part upon data representative of a previous response of the second player.

Claim 35 (currently amended): The method of claim ~~32~~ 26, wherein the step of ~~applying the collaborative filtering method~~ determining is based at least in part upon the data representative of a previous response of a third player.

Claim 36 (original): The method of claim 35, wherein the previous response is an evaluation of the second player.

Claim 37 (currently amended): The method of claim 35, wherein the previous response is an evaluation of the second online game.

Claim 38 (currently amended): The method of claim 26, wherein the ~~collaborative-filtering method~~step of determining is based upon an evaluation of the first player made by others following a previous online game.

Claim 39 (new): The method of claim 1, wherein the at least one query includes a question as to whether the user enjoyed playing the first online game.

Claim 40 (new): The method of claim 1, wherein the user is the requesting user.

Claim 41 (new): The method of claim 1, wherein the first online game is a multi-player game including the user and at least one other player and wherein the at least one query includes a question as to whether the user enjoyed playing the at least one other player in the first online game.

Claim 42 (new): The method of claim 41, wherein the at least one query includes a question as to whether the user enjoyed playing the first online game.